

CLAIMS

I claim:

1. A method of simulating a game accessory, comprising:
inputting at one of a plurality of communication terminals connected via a communications link, an instruction to determine an outcome; and
randomly determining at said one terminal, a signal representing said outcome to send to each of said terminals for display.
2. The method of claim 1, wherein said communications link is one of a telephone line and a wireless link.
3. The method of claim 1, wherein said displayed outcome simulates a game accessory.
4. The method of claim 3, wherein said game accessory is one or more die.
5. The method of claim 3, wherein said game accessory is a spinner.
6. The method of claim 3, wherein said game accessory indicates a special game instruction.
7. The method of claim 1, wherein said signal is an inband signal transmitted over said communications link.
8. The method of claim 7, wherein said inband signal comprises at least one dual tone multi-frequency (DTMF) signal.

9. The method of claim 1, further comprising:
defining a plurality of identifiers used to differentiate between said terminals;
determining at each of said terminals, from which terminal said signal originated; and
indicating at each of said terminals, said outcome and originating terminal identifier.
10. The method of claim 9, wherein conversing parties associated with said terminals can spontaneously set up and play a game without interfering with an ongoing conversation over said communications link.
11. The method of claim 9, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).
12. The method of claim 1, wherein at least one of said terminals is a speakerphone.
13. The method of claim 1, wherein at least one of said terminals is a wireless telephone.
14. The method of claim 1, wherein at least one of said terminals is a walkie talkie.
15. The method of claim 1, wherein at least one of said terminals is a wireless toy.
16. The method of claim 1, wherein at least one of said terminals is a transceiver.
17. Apparatus for simulating a game accessory, comprising:
means for inputting at one of a plurality of communication terminals connected via a communications link, an instruction to determine an outcome; and
means for randomly determining at said one terminal, a signal representing said outcome to send to each of said terminals for display.

18. The apparatus of claim 17, wherein said communications link is one of a telephone line and a wireless link.
19. The apparatus of claim 17, wherein said displayed outcome simulates a game accessory.
20. The apparatus of claim 19, wherein said game accessory is one or more die.
21. The apparatus of claim 19, wherein said game accessory is a spinner.
22. The apparatus of claim 19, wherein said game accessory indicates a special game instruction.
23. The apparatus of claim 17, wherein said signal is an inband signal transmitted over said communications link.
24. The apparatus of claim 23, wherein said inband signal comprises at least one dual tone multi-frequency (DTMF) signal.
25. The apparatus of claim 17, further comprising:
means for defining a plurality of identifiers used to differentiate between said terminals;
means for determining at each of said terminals, from which terminal said signal originated; and
means for indicating at each of said terminals, said outcome and originating terminal identifier.
26. The apparatus of claim 25, wherein conversing parties associated with said terminals can spontaneously set up and play a game without interfering with an ongoing conversation over said communications link.

27. The apparatus of claim 25, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).
28. The apparatus of claim 17, wherein at least one of said terminals is a speakerphone.
29. The apparatus of claim 17, wherein at least one of said terminals is a wireless telephone.
30. The apparatus of claim 17, wherein at least one of said terminals is a walkie talkie.
31. The apparatus of claim 17, wherein at least one of said terminals is a wireless toy.
32. The apparatus of claim 17, wherein at least one of said terminals is a transceiver.
33. A method of simulating a game accessory, comprising:
defining a plurality of identifiers used to differentiate between a plurality of communication terminals connected via a communications link;
inputting at one of said terminals, an instruction to determine an outcome;
randomly determining at said one terminal, a signal representing said outcome to send to each of said terminals for display;
determining at each of said terminals, from which terminal said signal originated; and
indicating at each of said terminals, said outcome and originating terminal identifier.
34. The method of claim 33, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).
35. The method of claim 33, wherein said communications link is one of a telephone line and a wireless link.

36. The method of claim 33, wherein said displayed outcome simulates a game accessory.
37. The method of claim 36, wherein said game accessory is one or more die.
38. The method of claim 36, wherein said game accessory is a spinner.
39. The method of claim 36, wherein said game accessory indicates a special game instruction.
40. The method of claim 33, wherein at least one of said terminals is a speakerphone.
41. The method of claim 33, wherein at least one of said terminals is a wireless telephone.
42. The method of claim 33, wherein at least one of said terminals is a walkie talkie.
43. The method of claim 33, wherein at least one of said terminals is a wireless toy.
44. The method of claim 33, wherein at least one of said terminals is a transceiver.
45. Apparatus for simulating a game accessory, comprising:
means for defining a plurality of identifiers used to differentiate between a plurality of communication terminals connected via a communications link;
means for inputting at one of said terminals, an instruction to determine an outcome;
means for randomly determining at said one terminal, a signal representing said outcome to send to each of said terminals for display;
means for determining at each of said terminals, from which terminal said signal originated; and

means for indicating at each of said terminals, said outcome and originating terminal identifier.

46. The apparatus of claim 45, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).
47. The apparatus of claim 45, wherein said communications link is one of a telephone line and a wireless link.
48. The apparatus of claim 45, wherein said displayed outcome simulates a game accessory.
49. The apparatus of claim 48, wherein said game accessory is one or more die.
50. The apparatus of claim 48, wherein said game accessory is a spinner.
51. The apparatus of claim 48, wherein said game accessory indicates a special game instruction.
52. The apparatus of claim 45, wherein at least one of said terminals is a speakerphone.
53. The apparatus of claim 45, wherein at least one of said terminals is a wireless telephone.
54. The apparatus of claim 45, wherein at least one of said terminals is a walkie talkie.
55. The apparatus of claim 45, wherein at least one of said terminals is a wireless toy.
56. The apparatus of claim 45, wherein at least one of said terminals is a transceiver.

57. A method of simulating a game accessory, comprising:
defining a plurality of identifiers used to differentiate between a plurality of communication terminals connected via a communications link, wherein each identifier is represented by a different color; and
indicating at each of said terminals, a state of a game accessory illuminated in the color representing the terminal from which a signal representing said state was sent.
58. The method of claim 57, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).
59. The method of claim 57, wherein said game accessory is one or more die.
60. The method of claim 57, wherein said game accessory is a spinner.
61. The method of claim 57, wherein said game accessory indicates a special game instruction.
62. The method of claim 57, wherein said game accessory is a timer.
63. The method of claim 57, wherein said game accessory enables a game player to indicate a bet.
64. The method of claim 57, wherein at least one of said terminals is a speakerphone.
65. The method of claim 57, wherein at least one of said terminals is a wireless telephone.
66. The method of claim 57, wherein at least one of said terminals is a walkie talkie.
67. The method of claim 57, wherein at least one of said terminals is a wireless toy.

68. The method of claim 57, wherein at least one of said terminals is a transceiver.
69. Apparatus for simulating a game accessory, comprising:
means for defining a plurality of identifiers used to differentiate between a plurality of communication terminals connected via a communications link, wherein each identifier is represented by a different color; and
means for indicating at each of said terminals, a state of a game accessory illuminated in the color representing the terminal from which a signal representing said state was sent.
70. The apparatus of claim 69, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).
71. The apparatus of claim 69, wherein said game accessory is one or more die.
72. The apparatus of claim 69, wherein said game accessory is a spinner.
73. The apparatus of claim 69, wherein said game accessory indicates a special game instruction.
74. The apparatus of claim 69, wherein said game accessory is a timer.
75. The apparatus of claim 69, wherein said game accessory enables a game player to indicate a bet.
76. The apparatus of claim 69, wherein at least one of said terminals is a speakerphone.
77. The apparatus of claim 69, wherein at least one of said terminals is a wireless telephone.
78. The apparatus of claim 69, wherein at least one of said terminals is a walkie talkie.

79. The apparatus of claim 69, wherein at least one of said terminals is a wireless toy.
80. The apparatus of claim 69, wherein at least one of said terminals is a transceiver.
81. A method of simulating a game accessory, comprising:
inputting at one of a plurality of communication terminals connected via a communications link, an instruction to determine an outcome; and
determining at said one terminal, a signal representing said outcome to send to each of said terminals for display.
82. The method of claim 81, wherein said communications link is one of a telephone line and a wireless link.
83. The method of claim 81, wherein said signal is determined randomly.
84. The method of claim 83, wherein said displayed outcome simulates a game accessory.
85. The method of claim 84, wherein said game accessory is one or more die.
86. The method of claim 84, wherein said game accessory is a spinner.
87. The method of claim 84, wherein said game accessory indicates a special game instruction.
88. The method of claim 81, wherein said displayed outcome simulates a timer.
89. The method of claim 81, wherein said displayed outcome enables a game player to indicate a bet.
90. The method of claim 81, wherein at least one of said terminals is a speakerphone.

91. The method of claim 81, wherein at least one of said terminals is a wireless telephone.
92. The method of claim 81, wherein at least one of said terminals is a walkie talkie.
93. The method of claim 81, wherein at least one of said terminals is a wireless toy.
94. The method of claim 81, wherein at least one of said terminals is a transceiver.
95. Apparatus for simulating a game accessory, comprising:
means for inputting at one of a plurality of communication terminals connected via a communications link, an instruction to determine an outcome; and
means for determining at said one terminal, a signal representing said outcome to send to each of said terminals for display.
96. The apparatus of claim 95, wherein said communications link is one of a telephone line and a wireless link.
97. The apparatus of claim 95, wherein said signal is determined randomly.
98. The apparatus of claim 97, wherein said displayed outcome simulates a game accessory.
99. The apparatus of claim 98, wherein said game accessory is one or more die.
100. The apparatus of claim 98, wherein said game accessory is a spinner.
101. The apparatus of claim 98, wherein said game accessory indicates a special game instruction.
102. The apparatus of claim 95, wherein said displayed outcome simulates a timer.

103. The apparatus of claim 95, wherein said displayed outcome enables a game player to indicate a bet.
104. The apparatus of claim 95, wherein at least one of said terminals is a speakerphone.
105. The apparatus of claim 95, wherein at least one of said terminals is a wireless telephone.
106. The apparatus of claim 95, wherein at least one of said terminals is a walkie talkie.
107. The apparatus of claim 95, wherein at least one of said terminals is a wireless toy.
108. The apparatus of claim 95, wherein at least one of said terminals is a transceiver.

[illegible]